

# Nintendo

ENTERTAINMENT SYSTEM

NES-S2-USA



## CAPTAIN COMMANDO CHALLENGE SERIES

**SessionZ**  
By CAPCOM

CAPCOM

GAME PAK INSTRUCTIONS

Licensed For Play On

Nintendo  
ENTERTAINMENT  
SYSTEM™

### A Special Message From Captain Commando!

Thank you for selecting exciting and fun-filled **SECTION Z™** . . . one of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

**SECTION Z™**, created by CAPCOM® . . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

Licensed By Nintendo® For Play On The



*Captain Commando*

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### SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

### SAFETY PRECAUTIONS

1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.
2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.
3. Never attempt to disassemble your GAME PAK.
4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.
5. For best results, play the game a distance away from your television set.
6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

### NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

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Controller \*1 — Maneuvering Controller No. 1 moves you in this one (1) player game.

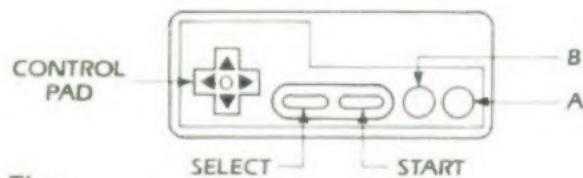
##### Control Pad

Each tip is imprinted with letter to show direction or movement:

##### Four Separate Action Tips

Pressing any of four tips moves you in that direction.

- ◀ moves left.
- ▶ moves right.
- ▲ moves up.
- ▼ moves down.



## HOW TO PLAY

**Press START Button:**

- To begin game play.
- To pause or stop action while playing game.

**Press SELECT Button:**

- To continue game (where you left off).
- To retry from very beginning of game.

**Note:** Follow instructions on screen. After selecting "continue" or "retry", push START Button to proceed.

Push **Button A** — to shoot to the right.

Push **Button B** — to shoot to the left.

Push **Button A & B** (simultaneously) — you increase your firepower by adding a missile to your arsenal. Once you have gained possession of the missile, push Button A to fire to the right, and push Button B to fire to the left.

The addition of the missile equals four [4] shots.

## GAME DESCRIPTION

It is now the 21st Century. High frequency radio and television communications between **Planet Earth** and the space-exploring Saturn Space Station blast warnings of approaching invaders, then abruptly cease.

**You** shed your earthly identity to become the one remaining astronaut in space. **You** unite with freedom-fighter **Captain Commando** to enter the outer regions of space. Concealed in a special solar-energized, jet-propelled supersonic spacesuit, and armed with multi-directional weaponry, you depart **Earth**'s surface on a death-defying mission.

You and **Captain Commando** must maneuver safely through four (4) levels of adventurous battle scenes, penetrating the defenses established by the **Space Soldiers of Balangool**. You are challenged as you fight through Sections A to **SECTION Z** — where "L-Brain," Balangool's **Master Control**, programs domination of the universe.

Your goal: penetrate **SECTION Z**™, destroy **L-Brain Master Control**, defeat the evil **Space Soldiers of Balangool**, and save **Planet Earth**.

## HOW TO PLAY

**L-Brain, Master Control of Balangool**, secured in **SECTION Z** of **Fortress Balangool**, headquarters of this brutal enemy force, transmits communiques throughout the universe. **Balangool Space Soldiers** receive instructions from **L-Brain** while engaged in interplanetary invasions. Their goal is to conquer the universe.

Balangool Captains are stationed at each stage, guarding giant super-powered transmitters. Strong, red barriers surround two transmitters found at Stage One. To clear these red barriers you must destroy the Enemy Generator supplying power to the barriers. Should you successfully eliminate the generator, proceed to eradicate the Balangool Captain. For only then can you proceed to another Stage.

As you progress, increase your supply of weapons and energy. Without them, you cannot reach **SECTION Z** to bring **L-Brain Master Control** to extinction, heroically saving **Planet Earth**.

### HOW TO POWER-UP



**Metal Eater**

Composed of many varying parts. Destroy Metal Eater and when you kill it, you can choose one of the next three.



**Megasmasher**

Penetrates enemies



**Barrier Shield**

Allows you to receive 52 enemy shots without damage



**Flash Buster**

3-way laser beams



**Speed-up Tube**

Gives you additional speed



**Energy Tube**

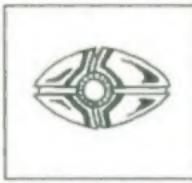
Supplies extra energy

### HINTS ON GAME PLAY

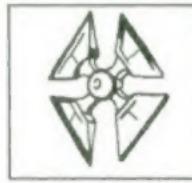
#### Special Transmission Shell:



**Megamissile**  
Produces extensive damage  
to your enemies.

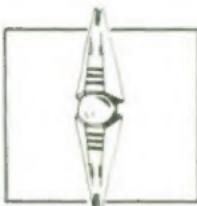


**Flash Bomb**  
Damages all enemies  
on the screen.



**Crush Ball**  
Maneuvers around the player  
for 6 seconds, then proceeds  
to crush the enemies.

### ENEMY CHARACTERS/GAME COMPONENTS



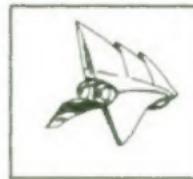
**Ripper**

Appears in some of the important sections. When Ripper is hit, it explodes and bounces, releasing an energy tube.



**Crowd Eye**

8 of them appear at the same time. They stay in the air and check invasions. They release energy tubes when you destroy them.



**Groma**

They appear in a formation and dive.

**Kroga**

It flies rapidly and attacks you.

**Spratter**

It appears slowly and spreads bullets.

**Gush**

It sticks on the wall or ceiling and releases deadly spikes.

### ENEMY CHARACTERS/GAME COMPONENTS



Mansa



Leeva



Kikka



Leago



Spiral Gun



Vito

### ENEMY CHARACTERS/GAME COMPONENTS



Missledrone



Crab



Floating Batari



Mesa



Clone Soldier

### ENEMY CHARACTERS/GAME COMPONENTS

#### Boss Enemies:



Balaba



Galga



Zamuza

### COMPLIANCE WITH FCC REGULATIONS

The equipment generates and uses radio frequency energy and it is not intended and may not be used in the vicinity of television sets or other electronic equipment that are sensitive to radio interference. It is the responsibility of the user to make sure that the equipment does not cause interference to other electronic equipment. The equipment does not cause harmful interference to radio communications, and it has been tested and found to be in compliance with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. There is no guarantee that interference will not occur in a particular installation due to the close proximity of the equipment to radio transmitters or other electronic equipment. If interference is experienced, the user is encouraged to try the following steps to correct the problem:

- Reorient the receiving antenna.
- Reorient the transmitting antenna, or the receiver.
- Move the equipment away from the receiver.
- Plug the equipment into a different outlet. The equipment must not share an outlet with other equipment.

If these steps do not solve the problem, contact the dealer or distributor of the equipment and request assistance. The equipment must be used in accordance with the technical conditions of Part 15 of the FCC Rules.

INQUIRIES CONCERNING THE USE OF THIS EQUIPMENT SHOULD BE ADDRESSED TO:

THE DEPARTMENT OF COMMUNICATIONS  
1255 20th Street, N.W.  
Washington, D.C. 20580

# Nintendo

## ENTERTAINMENT SYSTEM

### 90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

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